# New Functions in MOTIF XF Version 1.10

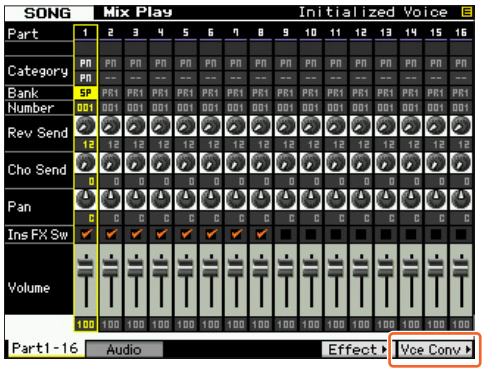
Yamaha has upgraded the MOTIF XF firmware to Version 1.10, adding a number of new functions. This supplement to the Owner's Manual describes these changes.

## Editing and storing a Sample Voice as a Mixing Voice

You can now convert a Sample Voice to a Mixing Voice in the Mixing Play display of the Song/Pattern mode, allowing you to then edit the sampled audio as a Voice.

### 1 From the Mixing Play display, select a Part to which a Sample Voice is assigned.

"VceConv" appears at the tab corresponding to [F6].




### 2 Press [F6] VceConv to convert a Sample Voice of the selected Part to a Mixing Voice.

Completion of conversion calls up the Mixing Voice Store window.

### 3 Use the data dial or [INC/YES]/[DEC/NO] to select a Store destination number in the Mixing Voice Store window.

**NOTE** Only the MIXV (Mixing Voice Bank) is available.

### 4 Press [ENTER] to call up the Confirmation dialog.

To cancel the Store operation, press [DEC/NO] to return to the original display.

### 5 Press [INC/YES] to execute the Store operation.

After the Store has been completed, a "Completed" message appears and operation returns to the Mixing Voice Play display. You can confirm that the stored Mixing Voice is assigned to the Part selected in step 1.

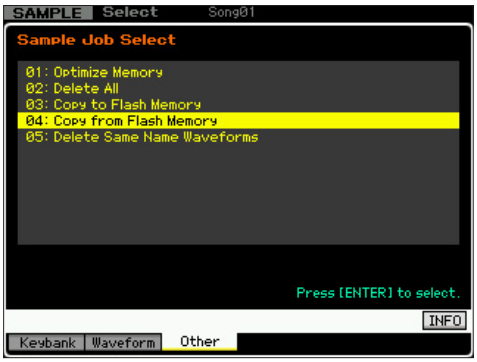
***NOTICE***

**After the above operations, make sure to execute the Song/Pattern Store. Otherwise, the Mixing Voice assignment will be lost when turning the power off or selecting the different Song/Pattern.**

## Editing a Waveform on the optional Flash Memory Expansion Module

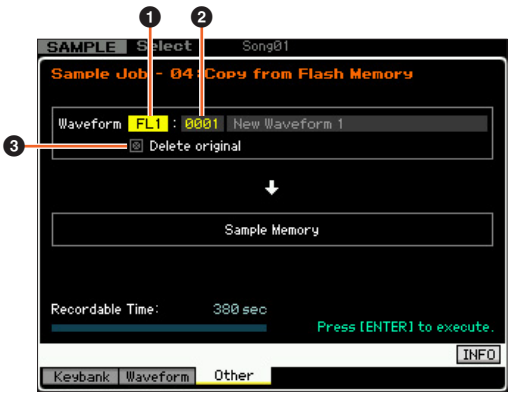
You can edit a Waveform on the optional Flash Memory Expansion Module by using the newly added Sampling Job.

### 1 From the [F3] Other display of the Sampling Job, select "04:Copy from Flash Memory" then press [ENTER].




### 2 Copy a Waveform from the Module to the Sampling memory.

At ❶, select the source memory (FL1 or FL2). At ❷, select a Waveform. At ❸, select whether or not the original wave is to be deleted. After these operations, press [ENTER].




**NOTE** This operation will cancel the link between all the Voices and the original Waveform, then make a new link between the same Voices and the Waveform copied to the Sampling memory.

### 3 Edit the Waveform in the sampling memory by using the Sampling Edit and Sampling Job operations.

### 4 From the [F3] Other display of the Sampling Job, select "03:Copy to Flash Memory" then press [ENTER].

### 5 Copy the edited Waveform from the sampling memory to the Flash Memory Expansion Module.

At ❶, confirm that the edited Waveform number is shown. At ❷, select whether or not the original wave on the Sampling Memory is to be deleted. At ❸, select the destination memory (FL1 or FL2). After these operations, press [ENTER].

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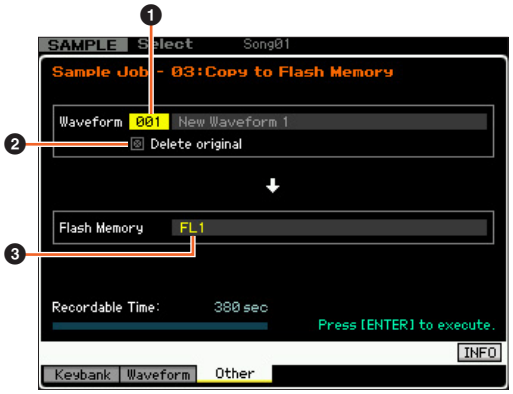
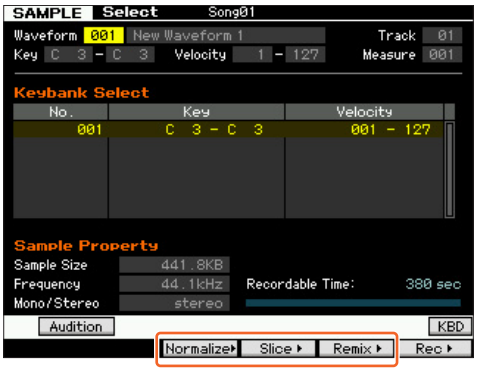



**NOTE** This operation will cancel the link between all the Voices and the edited Waveform on the Sampling Memory, then make a new link between the same Voices and the Waveform copied to the Flash Memory Expansion Module.

## Additional menus in Sampling Edit/Sampling Main display

With this new version, "[F3] Normalize," "[F4] Slice," and "[F5] Remix" have been added to the Sampling Edit display and Sampling Main display respectively, allowing you to more easily call up these displays.

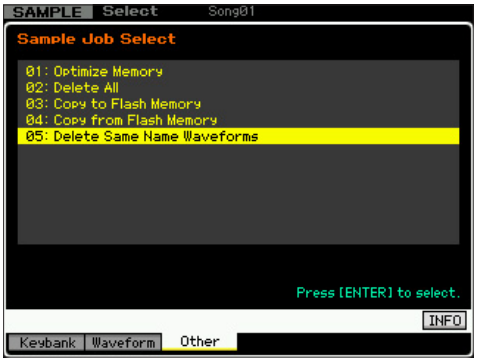

SAMPLE Select Song01
Waveform 001 New Waveform 1 Track 01
Key C 3 - C 3 Velocity 1 - 127 Measure 001
Keybank Select
No. Key Velocity
001 C 3 - C 3 001 - 127
Sample Property
Sample Size 441.8KB
Frequency 44.1kHz Recordable Time: 380 sec
Mono/Stereo stereo
Audition KBD
Normalize Slice Remix Rec

SAMPLE Edit Song01
Waveform 001 New Waveform 1 Track 01
Key C 3 - C 3 Velocity 1 - 127 Measure 001
Setting
Ratio 21%
Recordable Time: 380 sec
Press [SF4] to execute.
Audition Apply INFO
Trim Param Normalize Slice Remix

## Increasing the available memory of the Flash Memory Expansion Module

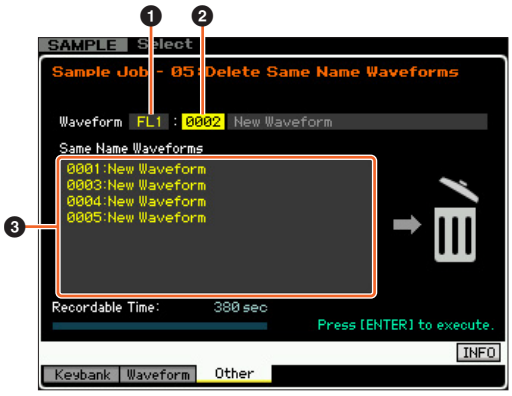
A new Sampling Job now lets you increase the available memory of the Flash Memory Expansion Module.

**1 From the [F3] Other display of the Sampling Job, select "05: Delete Same Name Waveforms" then press [ENTER].**




**2 Select the target memory ("USR", "FL1" or "FL2") at ❶, then select the Waveform number at ❷.**

All the Waveforms having the same name are listed on the "Same Name Waveforms" section of the display.




***NOTICE***

**This Job will delete all Waveforms with the same name except for the selected Waveform, even if they contain different data.**

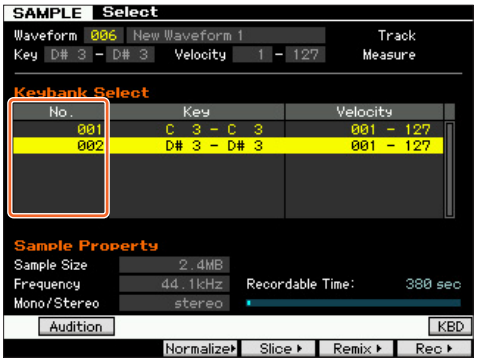
**3 Press [ENTER] to execute the Job.**

This operation will delete all the Waveforms with the same name except for the selected Waveform.

**NOTE** This operation will cancel the link status between the Voices and deleted Waveforms, then make a new link between the same Voices and the undeleted Waveforms respectively.

## Revision of Key Bank number assignment after Sampling

The method of the Key Bank number assignment has been changed from the previous version. In the previous version, "1" was assigned to the Key Bank of the latest Sampling and the rest of the Key Bank numbers were increased by 1. In this new version, the next number is assigned to the Key Bank of the latest Sampling.


SAMPLE Select
Waveform 006 New Waveform 1 Track
Key D# 3 - D# 3 Velocity 1 - 127 Measure
Keybank Select
No. Key Velocity
001 C 3 - C 3 001 - 127
002 D# 3 - D# 3 001 - 127
Sample Property
Sample Size 2.4MB
Frequency 44.1kHz Recordable Time: 380 sec
Mono/Stereo stereo
Audition KBD
Normalize Slice Remix Rec

## Loading WAV/AIFF files and assigning each of them to the keys

With this new version, you can load WAV or AIFF files in a single folder at the same time. The loaded files will be assigned to the keys in alphabetical order from the specified key. This allows you to easily create your own custom Waveforms.

### 1 Connect the USB storage device containing the desired WAV/AIFF files in a single folder to the USB TO DEVICE terminal.

### 2 Enter the mode according to the destination to which the Waveform is to be assigned.

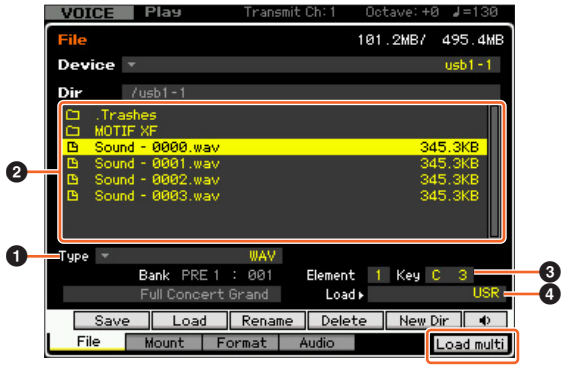
**When you want to assign the files to a User Voice:**
Enter the Voice mode then select a Drum or Normal Voice. Or alternately, enter the Performance mode then select the Performance having an empty User Voice.

**When you want to assign the files to a Sample Voice:**
Enter the Song mode or Pattern mode.

### 3 Press [FILE] then [F1] File.

### 4 Make the settings for the Load operation.

At ❶, select "WAV" or "AIFF." At ❷, select the desired folder (directory) then any of the files. At ❸, select the head Key to which the first WAV/AIFF file is assigned. At ❹, select the destination memory of the Load operation.
When entering the Voice mode in step 2, select an Element to which the Waveform is to be assigned. When entering other modes in step 2, select a Part to which the empty User Voice is assigned.




### 5 Press [F6] Load multi to execute the Load operation.

### 6 Confirm the result of the Load operation.

**When entering the Voice mode or Performance mode in step 2:**
Exit from the File mode then play the corresponding Voice or Performance to check the sound.

***NOTICE***

**After the above operations, make sure to execute the Voice Store operation. Otherwise, the Voice will be lost when turning the power off or selecting a different Voice.**

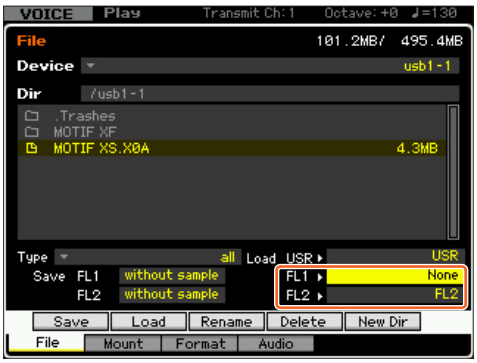
**When entering the Song mode or Pattern mode in step 2:**
Exit from the File mode, select the corresponding Part of the Song or Pattern then play the keyboard to check the sound.

***NOTICE***

**After the above operations, make sure to execute the Song/Pattern Store operation. Otherwise, the Sampling Voice assignment will be lost when turning the power off or selecting a different Song/Pattern.**

## Additional option in file loading operation

With this new version, you can load the file without the Waveforms, even if the corresponding file contains Waveforms. If you select "None" at "FL1" and "FL2," the Load operation will load the file, but not the Waveforms, to the Flash Memory Expansion Module.




## Category Search for Arpeggio Types

With this new version, you can use the Category Search function to conveniently find desired Arpeggio Types.

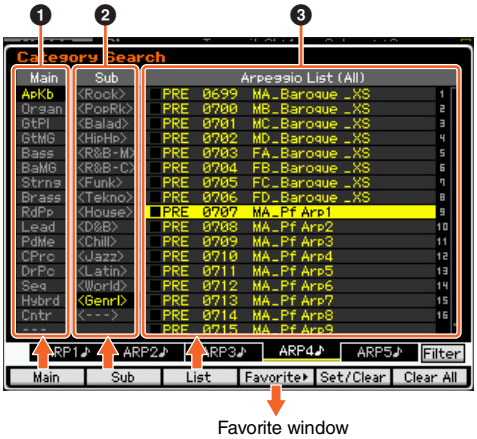
### 1 Call up the Category Search window for the Arpeggio Type.

Press [CATEGORY SEARCH] to call up the Category Search window for the Arpeggio Type from any of the following displays:

- [F4] Arpeggio display of the Voice Play mode or Performance Play mode
- [F2] ARP Main or [F3] ARP Other display of the Voice Common Edit, Performance Part Edit, or Mixing Part Edit mode

### 2 Find the desired Arpeggio Type on the Arpeggio Category Search window.

Select the Main Category at ❶, then select the Sub Category at ❷ to call up the listed Arpeggio types at ❸ Arpeggio List. Move the cursor to the desired Arpeggio Type then press [ENTER] to finalize your selection.




Favorite window

**[F1] Main**
Pressing this will move the cursor to ❶ Main column.

**[F2] Sub**
Pressing this will move the cursor to ❷ Sub column.

### [F3] List
Pressing this will move the cursor to ❸ Arpeggio List.

### [F4] Favorite
Pressing this will call up the Favorite window.

### [F5] Set/Clear
Pressing this will register the current Arpeggio Type to the Favorite Category, or remove the current Arpeggio Type from the Favorite Category. With the checkboxes listed at left, you can confirm whether or not each Arpeggio Type is registered.

### [F6] All Clear
By pressing this then [INC/YES], you can remove all the registered Arpeggio Types from the Favorite Category.

### [SF1] ARP1 – [SF5] ARP5
Pressing each of these will change the Arpeggio Type from the current one.

### [SF6] All / Filtered
Pressing this will toggle the indication between “All” and “Filtered.”
Pressing [SF6] All will show all the Arpeggio types of the current Category on the ❸ Arpeggio List. Pressing [SF6] Filtered will show only representative Types picked up from all Types on the ❸ Arpeggio List.

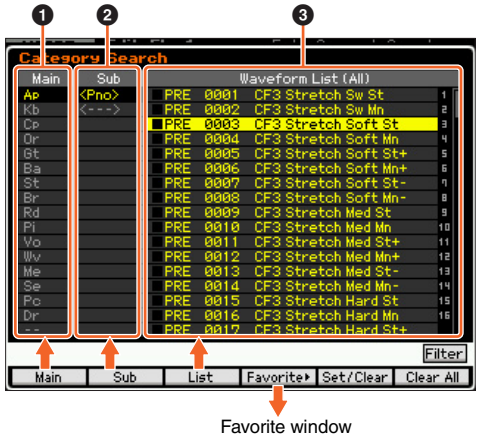
### Favorite window
Indicates the Arpeggio Types registered to the Favorite Category.
Pressing [F4] Category will return to the Arpeggio Category Search display.

## Category Search for the Waveforms

With this new version, you can use the Category Search to find desired Waveforms in the Normal Voice Element Edit mode and Drum Key Edit mode.

### 1 Call up the Category Search window for the Waveforms.
From the [F1] Oscillator display of the Normal Voice Element Edit mode or Drum Voice Key Edit mode, press [CATEGORY SEARCH] to call up the Category Search window for the Waveforms.

### 2 Find the desired Waveform on the Category Search window.
Select the Main Category at ❶, then select the Sub Category at ❷ to call up the listed Waveform types at ❸ Waveform List. Move the cursor to your desired Waveform then press [ENTER] to finalize your selection.




### [F1] Main
Pressing this will move the cursor to ❶ Main column.

### [F2] Sub
Pressing this will move the cursor to ❷ Sub column.

### [F3] List
Pressing this will move the cursor to ❸ Waveform List.

### [F4] Favorite
Pressing this will call up the Favorite window.

### [F5] Set/Clear
Pressing this will register the current Waveform to the Favorite Category, or remove the current Waveform from the Favorite Category. With the checkboxes listed at left, you can confirm whether or not each Waveform is registered.

### [F6] All Clear
By pressing this then [INC/YES], you can remove all the registered Waveforms from the Favorite Category.

### [SF6] All / Filtered
Pressing this will toggle the indication between “All” and “Filtered.”
Pressing [SF6] All will show all the Waveforms of the current Category on the ❸ Waveform List. Pressing [SF6] Filtered will show only representative Waveforms picked up from all Waveforms on the ❸ Waveform List.

### Favorite window
Indicates the Waveforms registered to the Favorite Category.
Pressing [F4] Category will return to the Waveform Search display.

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